The embodiments of the invention in which an exclusive property or privilege is claimed are defined as follows:

1. A method for executing a computer application installed on a computer, said method comprising the steps of:
   (a) creating a servlet instance in a server connected to the computer on a first network;
   (b) running the application on the computer to generate dynamic data;
   (c) intercepting and redirecting said dynamic data to a network publishing component on the computer;
   (d) transmitting dynamic data from the network publishing component to the servlet instance; and
   (e) creating data objects and populating the data objects with the dynamic data in the server.

2. The method of claim 1, further comprising the steps of:
   (a) requesting the application from a client connected to a server over a second network;
   (b) updating at least one network page with the dynamic data; and
   (c) transmitting the updated network pages to the client.

3. The method of claim 1, wherein the first network is the Internet.

4. The method of claim 2, wherein the second network is the Internet.

1   5.   The method of claim 1, wherein the first network is selected from the group

2   consisting of: an internal network, an Intranet, a LAN, a WAN, an internal bus, a

3   wireless network.

1   6.   The method of claim 2, wherein the second network is selected from the group

2   consisting of: an internal network, an Intranet, a LAN, a WAN, an internal bus, a

3   wireless network.

1   7.   The method of claim 2, further comprising:

2   (a)   converting the display files of the application to network pages capable of

3   displaying dynamic data.

1   8.   The method of claim 7, wherein the network pages are based on a XML language.

1   9.   The method of claim 8, wherein the XML language is HTML.

1   10.   The method of claim 8, wherein the XML language is WML.

1   11.   The method of claim 7, wherein the network pages are JavaServerPages.

1   12.   The method of claim 2, wherein the network pages are stored on the server.

1   13.   The method of claim 1, further comprising:

2   (a)   creating an I/O buffer for the dynamic data in the computer.

1   14.   The method of claim 1, wherein the computer contains the server.

1   15.   The method of claim 1, further comprising:

2   (a)   creating a first endpoint connection between the servlet instance and the

3   network publishing component.

1   16.   The method of claim 15, wherein said endpoint connection is a socket.

1   17.   The method of claim 15, wherein said endpoint connection is a data queue object.

1   18.   The method of claim 15, wherein said endpoint connection is a message queue.

1   19.   A program product for use in a computer network for executing an application stored

2   on a computer from a client, said computer program product comprising a signal-

3   bearing medium carrying thereon:

4   (a)   an application invoker to start and run an application in its native

5   environment on the computer from a client;

6   (b)   a plurality of network user interface pages to display the application's

7   input/output data on the client;

8   (c)   a data redirector to redirect the application's input/output data to network

9   user-interface pages;

10   (d)   a plurality of data objects corresponding to the network user interface pages

11   to receive the application's input/output data;

12   (e)   a servlet instance to dynamically update the network user interface pages

13   with the application's input/output data; and

14   (f)   a network user agent to display the updated network user-interface pages on

15   the client.

1   20.   The program product of claim 19, further comprising a screen definition converter

2   to convert the input/output screen definitions of the application to the network user-

3   interface pages.

1   21.   A computer system for executing an application, comprising:

2   (a)   a central processing unit;

3   (b)   a main memory connected to the central processing unit with a

4   communication bus;

5   (c)   a data storage unit connected to a data storage interface which is connected

6   to said communication bus;

7   (d)   at least one input/output device connected to said communication bus and

8   connected to a network interface to an external computer network,

9   (e)   an application stored in said main memory and capable of executing on said

10   central processing unit;

11   (f)   a network publishing component;

12   (g)   a data redirector to redirect the application's dynamic data to the network

13   publishing component; and

14   (h)   an I/O buffer to store the redirected dynamic data.

1   22.   A computer server for accessing an application stored and executing on a

2   computer, comprising:

3   (a)   a central processing unit;

4   (b)   a network interface to connect to at least one client over a network;

5   (c)   a servlet instance to receive a request from the at least one client to access

6   the application and transmit the request to the computer;

7   (d)   a server endpoint connection for transmitting and receiving real-time data to

8   and from the computer on which the application is executing; and

9   (e)   a plurality of data objects to be populated with the real-time data

10   wherein the servlet receives the real-time data from the application and populates

11   the data objects with the real-time data.

1   23.   The of claim 22, further comprising:

2   (a)   a plurality of network display pages, each of the network display pages

3   unique to each input/output screen definition of the application

4   wherein the servlet updates the network display pages for transmission to the client

5   over the network.

1   24.   A method for executing a computer application installed on a computer, said method

2   comprising the steps of:

3   (a)   converting a plurality of display files of the application to a plurality of XML-

4   based network pages capable of displaying the application's dynamic data;

5   (b)   creating a servlet instance in a server connected to the computer on a

6   network;

7   (c)   requesting the application from a client connected to a server over the

8   Internet;

9   (d)   running the application on the computer in its native environment;

10   (e)   creating an I/O buffer in the computer for the application's dynamic data;

11   (f)   creating an endpoint connection between the servlet instance and a network

12   publishing component on the computer;

13   (g)   transmitting the dynamic data back and forth from the client to the application

14   through the servlet instance;

15   (h)   creating data objects and populating the data objects with the dynamic data;

16   (i)   updating at least one network page using the data objects;

17   (j)   transmitting the updated network pages to the client over the Internet; and

18   (k)   transmitting network pages having responsive data from the client to server

19   for transmission as input data to the application.

1   25.   A method of interacting with a computer application, comprising:

2   (a)   executing a legacy computer application in its native environment;

3   (b)   redirecting I/O requests from and responses to the legacy computer

4   application from a client over the Internet without introducing changes to the

5   code of the legacy computer application.